FERNANDO MIGUEL MANCILLA
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EDUCATION

B.S. Computer Science   Expected Graduation 2024
University of Houston, TX
A.S. Computer Science
Lone Star College, TX

Relevant Coursework
University of Houston
- COSC 2436 Programing and Data Structures

Lone star College
- COSC 1436: Programming Fundamentals I, COSC 1437: Programming Fundamentals II
- GAME 1303 Intro Game Design & Dev
- MATH 2413 Calculus I, MATH 2414 Calculus II

SKILLS

Languages: Python, C/C++, Javascript, C#, HTML/CSS

Technologies: Unity, Git, Docker, Parse, VS Code, Visual Studio, IntelliJ, Bitbucket, Eclipse, Gitkraken

PROJECTS

2-D Platformer
- Collaborated with a team to develop a 2-D platformer game, coding done in C++
- Learned about the importance of the development life cycle
- Developed a variety of mechanics that was utilized in various ways throughout the game
- Revised on iteration to develop interesting gameplay

Skyrim Scripting
- Programmed using the source database to create game enhancements
- Developed an understanding for the proprietary programming language
- Integrated the Creation Kit software for developing scripts
- Explored the Creation Kit forums to develop new ways to implement functions
- Utilized game engine to create modifications that change gameplay in unique ways

Cyberpunk 2077 Modding
- Integrated texture remaps and developed scripts within the software
- Streamlined function process for a better user experience
- Created modifications to existing textures using the in-house software
- Imported and Exported assets to use in game
- Analyzed source code to enhance gameplay
- Designed game modifications utilizing the Wolvenkit software

Halo CE Mod Tools
- Conceptualized a redesign of a multiplayer gamemode
- Experimented with lighting on maps to create a more dynamic scene
- Navigated the Sapien software to modify gameplay
- Modified original gameplay with new enemy locations to change gameplay